ELECTRONIC MERLIN®

THE 10TH QUEST

For 1 player / Age 6 and up

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Perhaps it started like this... You're walking home from school one day when your sneaker hits something hard under the dried leaves in the path. Ouch. You pick it up and brush away the dirt. It's some kind of stone, roughly cut and shaped. No wonder it hurt. And there are weird symbols etched around the rim, strange icons from some other world. Cool. You slip it into your backpack and hurry home.

Up to your room, door closed. Take out the stone. A strange energy flows up your arms. This stone has power...power you want to harness. Shake it. Nothing. Rub it. No genie here. Charge it? Yes! Hook up some wires from your favorite electronic game and...

"Welcome, Apprentice, to the Tenth Quest!"

You hear a voice—an *old* voice—from inside the stone. A cross-hatch design appears on the illuminated screen. You hear the voice again. Who *is* this?

It is Merlin...the ageless wizard from ancient times, returned to search the modern world for someone who can pass his tests and become his equal. So, play a quick game of tic-tac-toe with him and see what happens. "Well done, Apprentice." You won! The image of a Heart appears on the screen. Apparently, you've earned a reward for winning the game.

What will happen if you keep playing? What other rewards can you collect? And what happens when you've proven yourself to Merlin? There's only one way to find out...

YOUR OBJECTIVE

The ageless wizard MERLIN® has prepared a series of 10 challenging games for you, his young Apprentice, to master. In this stone, he will reveal to you a world of Swords and Shields...Castles...Dungeons...and Dragons. As you progress through the first 9 challenges, you will earn a Reward for each game you master. For every three games you complete, you will advance a level from Apprentice to Squire and, finally, to Knight. Only a Knight may attempt to become a Master. How? By undertaking the ultimate challenge—the 10th Quest.

Are you up to it? We shall see...

EQUIPMENT

To transport you into his mystical world, the wizard has provided you with the following: One MERLIN® game unit. You will require 4 AA-size batteries, which are not included.

To Insert Batteries

- It is important that the buttons on the front aren't pressed while you're installing batteries. To prevent this, don't hold the unit in your hand while you work on the batteries. Instead, place it face down on a table.
- Loosen the screw on the battery compartment on the back of the unit. Insert 4 AA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.
- CAUTION: 1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions. 2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable batteries. 3. Always remove exhausted or dead batteries from the product.
- Batteries may leak if improperly installed. Remove during extended storage.

Troubleshooting

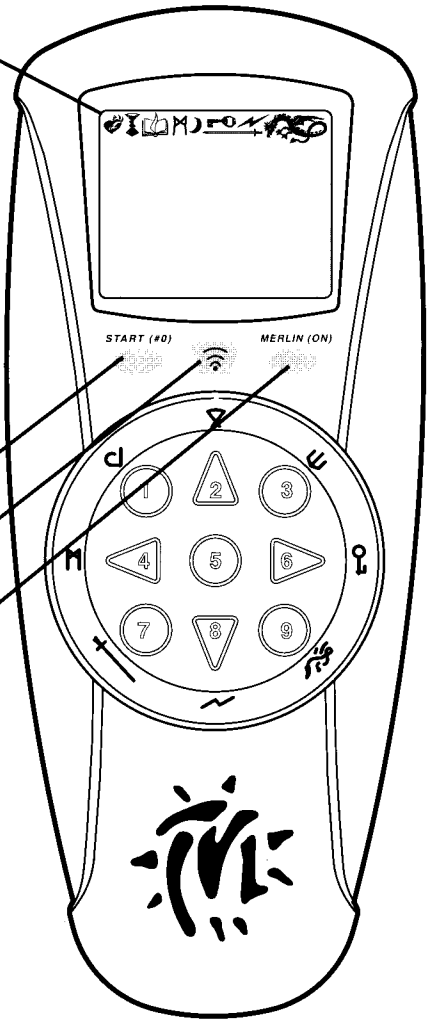
- To set back all retained scores to "00.0," remove all 4 batteries. Now press the MERLIN button and hold it down for 5 seconds (count up to 10) to drain the energy left in Merlin's memory. Replace the batteries and restart the unit.
- If the game behaves oddly—lights appear where they don't belong, or Merlin's speech is low and slow—this may indicate weak batteries. Replace all 4.
- In several games, Merlin will time you. The unit operates on "Merlin time," which may not match real lapsed time.

To Adjust Screen Brightness

- Press and hold the #2 key. Now press and release the MERLIN key, then release the #2 key. A screen appears; half is lit, half un-lit.
- There are 8 brightness levels, adjustable with keys #1 through #8. Press the #1 key for the least contrast. Now press the other numbers sequentially until you achieve the level you want.
- Press the MERLIN key to lock in the brightness level; this automatically returns you to the game screen.
- If you try to adjust brightness during a game, you will interrupt the game and may lose rewards you have already earned.

Rewards:
These symbols represent the Rewards you will collect for that number game. Example: For Game #1, you will receive the Heart. At every victory, you hear a trumpet fanfare.

SPECIAL FEATURE!
SAVE EARNED REWARDS:
To restart Merlin and retain previously won rewards, press and hold START, then press and release the MERLIN key. Now release START. The game will start up as always and display all your previously-won rewards!



START (#0):
To start the selected game; to start motion in some games; use as the digit 0 (zero) in certain games.

Sound Button:
To set the volume at HIGH, LOW or OFF.

MERLIN (ON):
To turn the unit ON; to interrupt a game in play; to advance from one game to the next game.

OFF:
There is no "Off" button. The unit will shut down automatically after several minutes of inactivity.

1 through 9:
To select Game 1, 2, 3, etc.; use as numbers in numeric games; to select the corresponding position on the screen in game play.

Besides acting as numbers in some games, in other games the keys for 2, 8, 4 and 6 are **Directional Keys** that move your icon UP, DOWN, LEFT or RIGHT.

NOTES:

- If you do not select a game, Merlin will automatically advance to the next game after the one you have just successfully completed.
- If the game automatically shuts off due to lack of activity, press MERLIN (ON) to reactivate it.
- To see your best score for the 10th game, press 9, then press MERLIN once. If you haven't achieved a score yet, the display will read "00.0."
- Whenever you get a better score, Merlin will remember the new score—until you replace the batteries and break his concentration.
- You may play a game as many times as you like, or come back to it later and play it again. Repeating a game will not interfere with your progress, and you will keep the rewards you have earned so far.

Let us begin...

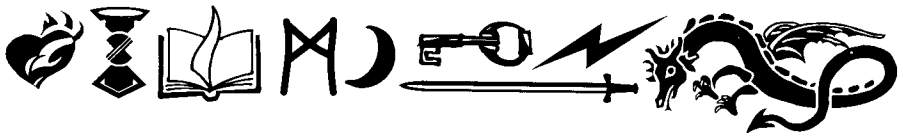
Apprentice, you may play any of the first 9 games, at any time. If you fail, you may repeat a game and try again. You may try to improve your score by repeating a game you have already won.

Remember, you must successfully complete all 9 trials and improve your rank from Apprentice to Squire to Knight in order to play the tenth game. Of course, you would not presume to skip to the tenth game before you are ready...would you?

A game will end when you have attained your reward, or when you quit the current game by pressing the MERLIN key. Use the MERLIN key to select a new game between numbers 1 and 9, OR press the number of the game you want to play.

Now, Apprentice...since you are only a beginner, I would suggest you begin at the beginning...

The Rewards...



Game #1: Swords & Shields™

A Knight's most valuable asset is his sword—and his skill as a swordsman. If you can prove your skill with three bold strikes, you will earn your ***Heart***

For ALL games, #1-9: Press MERLIN (ON). Press the game number, in this case, #1. Press START.

Play: You control the Swords. Merlin holds the Shields. Either one of you may begin. Press the number on the keypad that corresponds to the position you wish to occupy on the grid. Then Merlin will go. Go again. Back and forth, Swords against Shields.

Winning: To win your Heart, get three Swords in a row before Merlin gets three Shields in a row. If you tie, play again.

Game #2: Seek the Grail™

Knights of the Round Table traveled to faraway lands to search for the chalice called the ***Grail*** *Find it, and you may continue your crusade.*

Play: Three chalices appear. The one that is blinking is the Grail. Press START: As Merlin shuffles all three, keep your eye on the Grail. When they stop moving, press the number that corresponds to the position you think the Grail ended in—#4, 5, or 6.

Once you have obtained the Grail reward, when you play this game again, the chalices move even faster!

Winning: Pick correctly three times in a row to build three sections of the castle tower.

Game #3: Castle Keep™

Magic is elusive...Merlin has hidden his Book of Magic Spells on one of the hundred floors of his castle. To earn your ***Book*** *determine the number of the floor it's on—in no more than six attempts.*

Play: Start with any number between 00 and 99 and enter it on the keypad. Enter your guess for the first digit in the position with the flashing underline; then enter your second digit. If you want to enter a digit below the number 10, put a Zero in front of it: 01, 05, 08, etc.; remember, Zero is shared with START. Merlin will light the balls UPwards to let you know your next guess must be higher, or make them light DOWNwards to tell you to guess lower. Keep guessing until you determine the correct number.

Winning: To earn your Book, you must discover the floor number in six guesses or fewer. The number of tries it took will flash on the screen.

Game #4: Spell Bender

So, you have found the Book of Magic Spells! But it alone is not enough...Merlin has broken each Spell into two parts and hidden the halves separately. To unleash the magic and collect your ***Rune****, you must locate both halves of each Spell.*

These are the nine spells, each represented on the screens by an animated, flashing symbol and a unique sound: The Windmill, The Whip, The Jester, The Juggler, The Flash, The Clock, The Spiral, The Waterfall, and The Snake.

Play: There are two alternating screens. (In one, the shields have centers; in the other, they do not.) Use the START key to travel back and forth from one screen to the other.

Press any key to identify the first spell you want to unlock, then press another key *on the same screen.* If you don't find the match on the first try, you may not continue to look for the same spell; you will always try to find the match for the symbol you *just* located. Example: You start by locating the Windmill; you try for its match but find the Jester instead; now you must try to match the Jester. When you make a match, both halves of the Spell disappear from the screen. **Note:** If you don't find a match on the first screen, use START to *move to the second screen* and look there.

Winning: Locate all nine pairs of matching symbols in fewer than 34 tries.

Game #5: Mind Caster™

Look past Merlin's eyes and into his mind...Can you guess what number he is thinking of? Shed light on that, and you earn a ***Crescent Moon****.*

Play: Merlin will start you with a 3-digit challenge. (After you guess it, he will move on to a 4-digit, and then a 5-digit number.) To determine the first number: Enter your guess for the first digit in the position with the flashing underline; then for the second digit; then for the third digit. When you have filled in all 3 digits, Merlin will evaluate each of them and tell you if it is contained somewhere in the number he is thinking of.

Here's how Merlin will let you know how you're doing... let's say he's thinking of the number 301:

- You enter 247 as your first guess: None of those three digits is contained in Merlin's number, so all three boxes are blank.

- Next, try the number 165: This symbol shows you that the digit "1" *is* in the number, but you've got it in the wrong position.

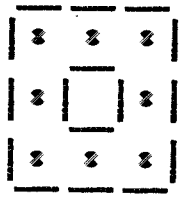
- Try 981: The pawn shows that the digit "1" is in the number *and* you entered it in the correct position. You've determined that "1" is the last digit in Merlin's number. Keep going until you figure out the other digits.

Notes: No digits will repeat within the same number, so Merlin will not let you enter a number twice. He'll remind you of the number you're trying by flashing it, digit by digit, in the lower right corner of the screen. You will collect the most information if you try lots of different digits. Keep rearranging or entering new digits until you guess Merlin's number.

Winning: You have 5 chances to guess each number, regardless of its length. When you have successfully guessed a 3-digit number, Merlin will give you a 4-, then a 5-digit number. Solve all three challenges to earn your reward.

Game #6: Magic Square

Merlin, the conjurer, can play tricks with light.
Can you discover the ***Keys*** *that will light up the Magic Square?*



Magic Square

Play: Each key controls a different block of lights. Try it out: Use the first game screen that appears to explore which keys activate and deactivate which lights. Press #1 and see which lights come on; press it again and those same lights turn off. Repeat with the other keys.

Have you discovered the pattern of lights each key controls? Use your knowledge to create the Magic Square: Light positions 1, 2, 3, 4, 6, 7, 8, 9—while leaving number 5 in the middle un-lit.

Winning: Complete the Magic Square challenge three times. (The solution to the second and third screens will be more elusive!)

Game #7: Singing Sword™

Remember, a Knight must be master of his ***Sword*** *quick and accurate.*
Thrust to attack! Parry to defend! Capture each group of flashing Swords before Merlin flashes a new group.

Note: If you defend yourself successfully in at least eight battles, you will create a victory melody. To hear it, be sure to play with the sound turned ON.

Play: To eliminate the swords that flash on the screen, press the keys that correspond to their position. Each time you eliminate the swords before Merlin flashes a new pattern, you will hear a fanfare whose final note is higher than the final note of the previous fanfare. Careful! If you press the wrong position key, or don't react fast enough, another sword will appear as a penalty.

Winning: Win three sword victories in a row and you earn your reward. When you have proven your skill and won your Sword, you may play again—faster!

Game #8: Ghost Walk™

It is dark...only the ***Lightning*** *illuminates your battlefield. Use magic to lure the ghosts to you—then make them vanish from Merlin's castle.*

Play: Use the UP, DOWN, LEFT and RIGHT arrow-shaped keys (2, 8, 4 and 6) to draw the ghost towards the crossed swords at the center of the field of battle. While you lure it towards you, it will fight back—and move away by itself. So act fast! As soon as the ghost reaches the middle, press the CENTER (5) key to eliminate it.

Winning: First, your score will flash; then the previous best score will flash. To win your reward, successfully improve your score over the previous best score.

Note: The first time you play, your score will be the only score in Merlin's memory.

Game #9: Dragon Dance

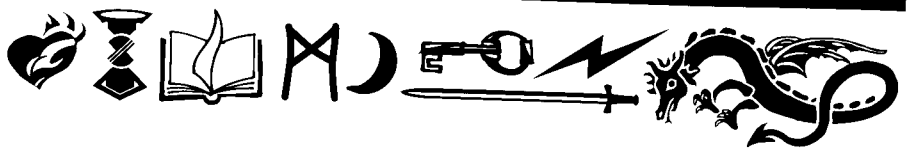
First ghosts...now ***Dragons*** *. Descend into the deep, dark dungeon.*
In 40 battles, boldly smite the fire-breathers with your sword!

Play: You are in the center of the dungeon. On each side of you is a chamber. In each chamber is a dragon. As soon as a fire-breather reveals itself to you, press the arrow-shaped key that corresponds to its position—and slay it! If you miss, you will hear your sword "swish" through the air.

Winning: First, your score will flash; then the previous best score will flash. To win your reward, successfully improve your score over the previous best score.

Note: The first time you play, your score will be the only score in Merlin's memory.

Game #10



"Brave Knight, the challenge awaits!"

This riddle holds hints to the 10th quest...

Dark is the night, and darker still
Until the cock crows dawn. In trials of wizardry,
No mere Apprentice nor middling Squire can
Garner victory. None shall triumph
Except the noblest Knight who,
On his tenth quest, doth race six times thrice against the sun.
Name the child who would a
Master be and I will point him down the twisted paths
Away from danger towards portals of escape.
Zeal and courage will his allies be. All
Endeth when I declare his Victory!

"Congratulations...You are a Master!"

To Leave Merlin's Castle and Shut Off the Unit

If you leave Merlin unattended for a few minutes, he will return to his sleeping state. To wake him, press the MERLIN key. To keep him from going to sleep again while the game is running, push any key.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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